

ILLYRA

Illyra's life began with tragedy. Her father, a Rankan guard, drank too much and was abusive and paranoid. Her mother was a S'danzo seeress, and as such, she was beautiful, seductive, and alluring. Illyra's father suspected his wife of having a lover, which enraged him despite the fact that he had a mistress himself. One night, when Illyra was still only a small child, her father attacked her mother and killed her, then cut her into pieces. Both Illyra and her half-brother Walegrin fled, and Dubro rescued the young Illyra from the streets, while Walegrin fled Sanctuary, vowing never to return. Illyra inherited her mother's gift; she is one of the most powerful seeresses in Sanctuary, but because she is only half-S'Danzo, the other S'Danzo refuse to associate with her. Illyra now lives in the Bazaar with her husband, Dubro the smith (see page 94), and sees her clients next to blacksmith's forge, where thick velvet curtains afford privacy.

Most S'danzo use either cards or crystals for their divinations. Illyra favors cards, but she crafted her own second deck with the help of Lalo the Limner. They have the same pictures as most S'Danzo decks, but drawn by Lalo specifically for her use, and thus linked to her more closely. The cards do have words on them, but Illyra merely copied the designs for the artist—she does not know how to read.

DESCRIPTION

Though she is young and lovely, with the dark hair and swarthy skin of her mother's people, Illyra dresses in heavy skirts and heavier makeup that makes her look more like an aged crone. This is to convince clients that she is old and wise, and thieves that she is grizzled and unappealing.

PERSONALITY

Illyra is unhappy about the S'danzo's reaction to her, but she has learned to live with being an outcast. She has several close friends, including Haakon the sweetmeat vendor, and she loves Dubro as much as he loves her. She rarely travels far from her home, and prefers to stay in her rooms, behind her curtain, waiting for clients and listening to the comforting sound of Dubro's hammer on the anvil.

Illyra's soft demeanor changed over time. After Vashanka was exiled, his essence returned to the Material Plane in the guise of a demiurge that possessed not only Tempus' bastard child, but also Illyra's son. To save the boy, she gave him up to Molin to raise and guide, to control the violent outbursts and usher him to divinity. Her daughter fell victim to Zip's axe in the thick of the riots that resulted from the civil war in the city during the Beysib occupation. As a result of these losses, Illyra withdrew into herself, overcome as she was with grief, until she finally used Lalo's cards to bring the influence of Dyareela to Sanctuary through a special curse she arranged through her cards, possibly precipitating the Dyareelans' return during the Troubles

After Lalo and Gilla quelled the first Dyareelan scourge, she made peace to some extent with her losses and resumed her life as Sanctuary's preeminent seer. And in time, with the help of a foundling Walegrin deposited on her doorstep, she regained something of the peace she enjoyed in her youth.

ILLYRA

Female Rankan/S'danzo seer, savant 4, S'danzo fortuneteller 6; CR 10; Medium humanoid (human); HD 4d6+8 plus 6d6+12; hp 58; Mdt 15; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 10; Base Atk +6; Grap +6; Atk +6 melee (1d4/19–20, dagger); Full Atk +6/+1 melee (1d4/19–20, dagger); SQ godless, greater sight, lore +7, precongitive sight, read object, sense psychic impressions, sudden insight 3/week; Rep +1; SV Fort +5, Ref +6, Will +16; Str 10, Dex 15, Con 15, Int 17, Wis 20, Cha 14.

Background Skills: Diplomacy, Sense Motive.

Contacts: Information (Haakan the Fruitseller), Influence (Molin Torchholder, Walegrin).

Skills and Feats: Appraise +9, Bluff +17, Concentration +8, Diplomacy +15 (+13 non-S'danzo), Disguise +2 (+4 acting), Gather Information

+17, Hide +7, Intimidate +6, Knowledge (local) +16, Listen +20, Move Silently +6, Profession (seer) +12, Search +15, Sense Motive +29, Sleight of Hand +16, Spot +20, Survival +5 (+7 following

SHADOWSPAWN ON ILLYRA

"I prefer to go to Moonflower for advice, but Illyra's not a bad seer for a half-S'danzo. It's always bad news with her, though; nothing but ill omens and unfavorable cards. It's a good thing Dubro stays close when she works; some folks don't take bad news well."



ILLYRA'S RING

This plain, unadorned ring was once worn by the S'Danzo fortuneteller Illyra, who used it as a meditative aid when reading her cards. Upon her death, it passed into the treasure hoards of the Bloody Hand, and may still be lost and overlooked somewhere in modern Sanctuary. The ring is a +2 *ritual focus* for casting divination rituals; it also provides a +2 enhancement bonus to Concentration checks.

Faint transmutation; CL 5th; Craft Focus, Forge Ring, crafter must have 2 ranks in Concentration; Price 2,400 sh.

ILLYRA'S CARDS

This deck of cards is perhaps one of the greatest artifacts ever created in the city of Sanctuary. After Illyra's original deck burned, Lalo (see page 109) painted a new set of cards based on her descriptions of the lost ones. Thanks to Lalo's curse, the cards were imbued with some quite powerful magic. Whenever these cards are used in conjunction with the Sighted feat, there is never a chance for a false reading.

These cards passed eventually to Molin Torchholder, who placed them in the keeping of Sinjon, who ran the Broken Mast Tavern on the Wideway. Cauvin, when he grudgingly helped Molin in the priest's final days, recovered the cards and took them to Elemi (see page 142). At first, she gratefully took them, but before Cauvin left, the power frightened her and she tried to give them back to Cauvin, who promptly refused and left. It's believed that Elemi still has these cards, but rarely uses them.

Overwhelming transmutation; CL 21st.

tracks); Alertness, Iron Will, Mixed Ancestry*, Persuasive, Negotiator^B, Sighted^{B*}, Skill Focus (Sense Motive)^B.

Languages: S'danzo (S/R), Rankene (S/R), Trade Tongue (S), Wrigglie (S).

Possessions: Dagger, *Illyra's ring**, *Illyra's cards**.

*See sidebar

ISCHADE

Ischade settled here because she believed she could live her life without interference from others. She harbors a terrible curse, one that makes her unsuitable for most lands, for Ischade has an uncontrollable sexual appetite—she must engage in carnal activities. Unfortunately for her lovers, this appetite translates into their deaths.

A former thief, Ischade unlocked her latent talent for witchcraft early on. At some point in her past, she must have crossed the wrong person, for she gained the curse of the necromant. When Ischade has a romantic encounter, she passes a new form of curse on her "victims." The hapless lover experiences a series of unbelievable and fatal misfortunes. One lover might choke on his own tongue. Another might slip and fall, breaking his neck. A third might have a heart attack. Every encounter is lethal, but Ischade is helpless to prevent the deaths, for she must mate, regularly, as she feeds off the energy.

When she came to Sanctuary, she selected a small house on the shores of the White Foal River, in proximity to Downwind. This allowed her a haven, a retreat of sorts, where she was less likely to be bothered. The exterior looks a bit run-down, but inside it is draped everywhere with velvet and silk, and fine carpets cover the floors while fine paintings hang upon the walls. The rooms speak of wealth, careless opulence, and a magpie's fascination with shiny objects. More important, though, was the house's nearness to the slums. She could hunt at her pleasure, preying upon the worst of Sanctuary's people, and in effect, do the city a great service by eliminating thieves, rapists, murderers, and worse.

Her good intentions (not surprisingly) turned foul. As the Stepsons gradually replaced the Hell Hounds as the most influential force in the city, they were caught between the Beggar King and the hawk-masks. Straton (see page 126) approached Ischade for her help and possible information. Ischade and Strat quickly became lovers, sundering his bonds with Crit. Strat was safe with Ischade because the surplus of death and walking dead in the city could sate her dangerous appetite. Though Strat did leave town briefly, he was Ischade's creature up until the power globes shattered and the mana in the city fled. Ischade realized Strat would not be safe and sent him away for his own safety.

Though Ischade generally pursued her own agenda, she briefly worked with the Stepsons, and employed Moria, Mor-Am, and the revenant Stilcho as well. She readily worked against Roxane; it's believed that there was some former connection. But Roxane's death, the loss of Strat, and her own betrayal at the hands of Haught, coupled with the chaos in the city, left her embittered, and she eventually withdrew into her house. In the years that followed, she became more and more remote, until she vanished altogether, just before the Catastrophes.

DESCRIPTION

Sanctuary is filled with beautiful women as well as with deadly ones. Ischade tops both lists. She is a small and attractive woman with dusky skin and dark hair. She's delicate in appearance... about as delicate as the finest steel blade. Ischade attracts attention wherever she goes, but only when she chooses. She's all but invisible at night, when not looking for a victim. And it is more than her features—she moves with an innate grace, and although her clothing is not overly fancy, it is elegant. When hunting, Ischade wears a dark hooded cloak to conceal her features, but split in the front to reveal her womanly virtues. She is seductive and enticing, luring many men to their doom. She is elegant, but not so elegant as to be unapproachable. Men of all ranks and occupations are drawn to her... and she, to them.

PERSONALITY

Though a beauty, she is cold and calculating, much like a black widow in personality. She has made peace with her curse and uses it to eliminate Sanctuary of its undesirables. She can be very cruel, as evidenced in how she treated Stilcho. She regularly sent his spirit to the Underworld and drew him back, driving him mad. She exploited Moria, used Haught, and saw others as means to ends. The only exception for her pragmatic outlook was Strat. She saw greatness in him and sought to elevate him to rule all of Sanctuary. But when she realized her curse would affect him too, she broke off the affair. Though it wounded her, Strat's death would have hurt her much more deeply — something he never knew.

ISCHADE

Female Unknown cursed, thief 2, witch 14; CR 16; Medium humanoid (human); HD 2d6+4 plus 14d4+44; hp 93; Mdt 15; Init +2; Spd 30 ft.; AC 12, touch 12, flat-footed 12; Base Atk +8; Grap +8; Atk +11 melee (1d4+3/19–20, +3 dagger); Full Atk +11/+6 melee (1d4+3/19–20, +3 dagger); SA sneak attack +1d6; SQ arcane endurance, alluring, evasion, necromant, trapfinding, unique power, unnatural vitality; Rep +3; SV Fort +7, Ref +10, Will +13; Str 11, Dex 14, Con 15, Int 18, Wis 18, Cha 18.

Background Skills: Bluff, Diplomacy.

Skills and Feats: Balance +7, Bluff +27, Concentration +16, Decipher Script +9, Diplomacy +27, Disguise +4 (+6 acting), Escape Artist +7, Gather Information +11, Hide +7, Intimidate +25, Knowledge (arcana) +18, Listen +9, Move Silently +7, Open Lock +7, Profession (herbalist) +18, Search +9, Sleight of Hand +9, Spellcraft +20, Survival +4 (+6 follow tracks), Use Rope +2 (+4 bindings); Appealing†, Craft Focus*, Interrupted Spellcasting*, Ritual Emphasis*, Rushed Spellcasting*, Scribe Matrix*, Witchblooded*.

†See **Chapter Eight: Player's Expansion** for details on this new feat.

Languages: Rankene (S/W), Ilsig (S), Nisi (S/W).

Contacts: Information (Moria, Stilcho), Influence (Strat), Skill (Haught).

Alluring (Ex): In exchange for her curse, Ischade gains a +4 bonus to all Charisma-based skill checks used to seduce an individual ordinarily attracted to her gender.

Necromant (Su): Ischade lives with a terrible curse. Whenever she has a sexual encounter, her lover must succeed on a DC 30 Will save or dies in 1d6 rounds. Ischade is also under a compulsion



to seek out new lovers. Each day, Ischade must attempt a DC 15 Will save. If she succeeds, she staves off the craving. If she fails, she takes 1 point of Constitution damage each day until she sates her appetite. Each day after a successful Will save, the DC increase by +5. Once she fails a Will save and takes a lover, the Will save DC resets to 15.

Spells: safe level 7th; spellcasting +22; ritualcasting +17; save DC 14 + spell level.

Known Spells (21): *animate dead* (4th, MT 50, price 4), *charm person* (2nd, MT 30, price 2), *convert minor wounds* (0, MT 10, price 0/1)*, *convert critical wounds* (5th, MT 60, price 5)*, *daze* (1st, MT 20, price 1), *detect magic* (0, MT 10, price 0/1), *dispel magic* (4th, MT 50, price 4), *eagle's splendor* (3rd, MT 4th, price 3), *ecstasy** (3rd, MT 40, price 3), *entangle* (1st, MT 20, price 1), *fireball* (3rd, MT 40, price 3), *fire storm* (7th, MT 80, price 7), *flaming sphere* (2nd, MT 30, price 2), *greater invisibility* (5th, MT 60, price 5), *lesser confusion* (2nd, MT 30, price 2), *mind fog* (6th, MT 70, price 6),

SHADOWSPAWN ON ISCHADE

"I've felt my own death approaching as Ischade gently held me in her arms. If not for the intervention of Enas Yorl, I'd most likely be dead. If you've never seen the woman, you'll likely think me crazy when I say that death is probably a small price to pay for a night with her."

ISCHADE'S BRAZIER

Fire was Ischade's element, and she used this large brazier to evoke that fire in her necromantic rituals. Although Ischade has vanished from Sanctuary, her house remains, lost at the bottom of the White Foal River or maybe in the swamp—the precise location has long been forgotten; her brazier may still be there, waiting to burn anew some day. The brazier is a +5 *ritual focus*.

Moderate transmutation; CL 8th; Craft Focus; Price 22,500 sh.

polymorph (4th, MT 50, price 4), *produce flame* (1st, MT 20, price 1), *read magic* (0, MT 10, price 0/1), *seeming* (6th, MT 70, price 6), *wall of fire* (5th, MT 60, price 5).

Familiar Spells (24): *cause fear* (2nd, MT 30, price 2), *charm monster* (4th, MT 50, price 4), *daze monster* (3rd, MT 40, price 3), *death ward* (5th, MT 60, price 5), *detect curse* (1st, MT 20, price 1), *dominate animal* (3rd, MT 40, price 3), *flame strike* (4th, MT 50, price 4), *ghost sound* (1st, MT 20, price 1), *greater scrying* (7th, MT 80, price 7), *legend lore* (5th, MT 60, price 5), *mage hand* (1st, MT 20, price 1), *nightmare* (6th, MT 70, price 6), *obscuring mist* (1st, MT 20, price 1), *permanent image* (7th, MT 80, price 7), *plane shift* (7th, MT 80, price 7), *resist energy* (2nd, MT 30, price 2), *scrying* (4th, MT 50, price 4), *secure shelter* (5th, MT 60, price 5), *shadow evocation* (6th, MT 70, price 7), *silent image* (2nd, MT 30, price 2), *snare* (3rd, MT 40, price 3), *suggestion* (3rd, MT 40, price 3), *summon monster I* (1st, MT 20, price 1), *summon monster VI* (6th, MT 70, price 6)

*See *Thieves' World Player's Manual* for details on these new spells.

Possessions: +3 dagger, +6 spell focus (black cloak), *Ischade's brazier**. In addition, Ischade has numerous matrixes around her house and a number of random magic items taken from her victims.

*See *Ischade's Brazier* sidebar for details.



JAMIE THE RED

Jamie the Red was Sanctuary's preeminent barbarian and nobleman. The best friend of Cappen Varra, Jamie was a colorful figure who hung around Sanctuary's many taverns and brothels. Though he didn't do much but spend time with his doxies or drink and fight in various bars, he has a penchant for adventure, and was drawn to new and deadly exploits as a moth was to a flame.

DESCRIPTION

Tall, broad-shouldered, and muscular, Jamie is a handsome man with flame-red hair and beard. He fights for anyone who can pay him, and when not so employed, he is at the Vulgar Unicorn drinking, or at his apartment in the Jeweler's Quarter with his two women. He is an eager participant in any barroom brawl, but Jamie is just as quick to dust off his opponent and offer him a drink. He loves to fight, but he does not take any of it personally.

PERSONALITY

Most people make the mistake of thinking that Jamie is dumb because he is big, strong, and from the north. In fact he is quite bright, and surprisingly well educated. That is because Jamie is no normal Northman. His father

is a tribal chief from the Cantal Plains, and Jamie was raised at court and given a full court education. (Of course, Jamie likes to exaggerate, and with each telling of his history, his past becomes more fanciful, with his father being a king and he the estranged prince.) He is currently burning off his youthful energy, so that he can return to his father and take on the role of a proper heir.

SHADOWSPAWN ON JAMIE THE RED

"If you want a hero of the people, look no further than Jamie the Red. He's got more skill of arms and enthusiasm than he does subtlety, but he's charming and always popular with the ladies. I'm not sure why they like him so much. Maybe it's the kilt."

JAMIE THE RED

Male Cantal Plains aristocrat, barbarian 8; CR 8; Medium humanoid (human); HD 8d12+32; hp 90; Mdt 25; Init +2; Spd 40 ft.; AC 20, touch 12, flat-footed 18; Base Atk +8; Grap +12; Atk +13 melee (1d10+5/19-20, +1 *bastard sword*) or +11 ranged (1d8+4/×3, masterwork composite (+4) longbow); Full Atk +13/+8 melee (1d10+5/19-20, +1 *bastard sword*) or +11/+6 ranged (1d8+4/×3, masterwork composite (+4) longbow); SA rage; SQ damage reduction 1/—, improved uncanny dodge, tough as nails, trap sense +2, uncanny dodge; Rep +2; SV Fort +10, Ref +4, Will +5 [2, 3 Wis]; Str 18, Dex 15, Con 18, Int 15, Wis 17, Cha 15.

Background Skills: Diplomacy, Sense Motive.

Skills and Feats: Climb +13, Diplomacy +12, Intimidate +13, Jump +13, Listen +14, Ride +13, Sense Motive +10, Survival +14; Cleave, Exotic Weapon Proficiency (bastard sword)^B, Great Cleave, Power Attack.

Languages: Highlander (S/W), Rankene (S).

Contacts: Information (1), Influence (1), Skill (Cappen Varra).

Rage (Ex): Three times per day, Jamie can enter a rage. When he does, use the following statistics: